

An Official Product of the FIA  
Formula One World Championship



HILL • BENETTON  
WILLIAMS • IRVINE  
HAKKINEN • TYRRELL

**F1**

**WORLD CHAMPIONSHIP EDITION**

BLUNDELL • McLAREN  
LIGIER • SCHUMACHER  
FERRARI • FITTIPALDI

# INSTRUCTION BOOKLET



**SUPER NINTENDO**<sup>TM</sup>  
ENTERTAINMENT SYSTEM



Licensed  
by FOCA  
to Fuji  
Television  
Network  
Inc.





## • ENGLISH

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## ***WORLD CHAMPIONSHIP EDITION***

F1 is the ultimate challenge for a professional racing driver. This **World Championship Edition** allows you to drive for any one of 12 real teams in all 16 Official Grand Prix races and against the actual drivers on the F1 circuit from Michael Schumacher to Damon Hill.

If this isn't enough of a challenge for you then there are 3 difficulty levels, changeable weather conditions, a choice of Championship or Knockout challenges, and to top it all a phenomenally fast split screen option where you can race head to head against a friend or even against your SNES!

Start your engines !  
Get ready to race !!!

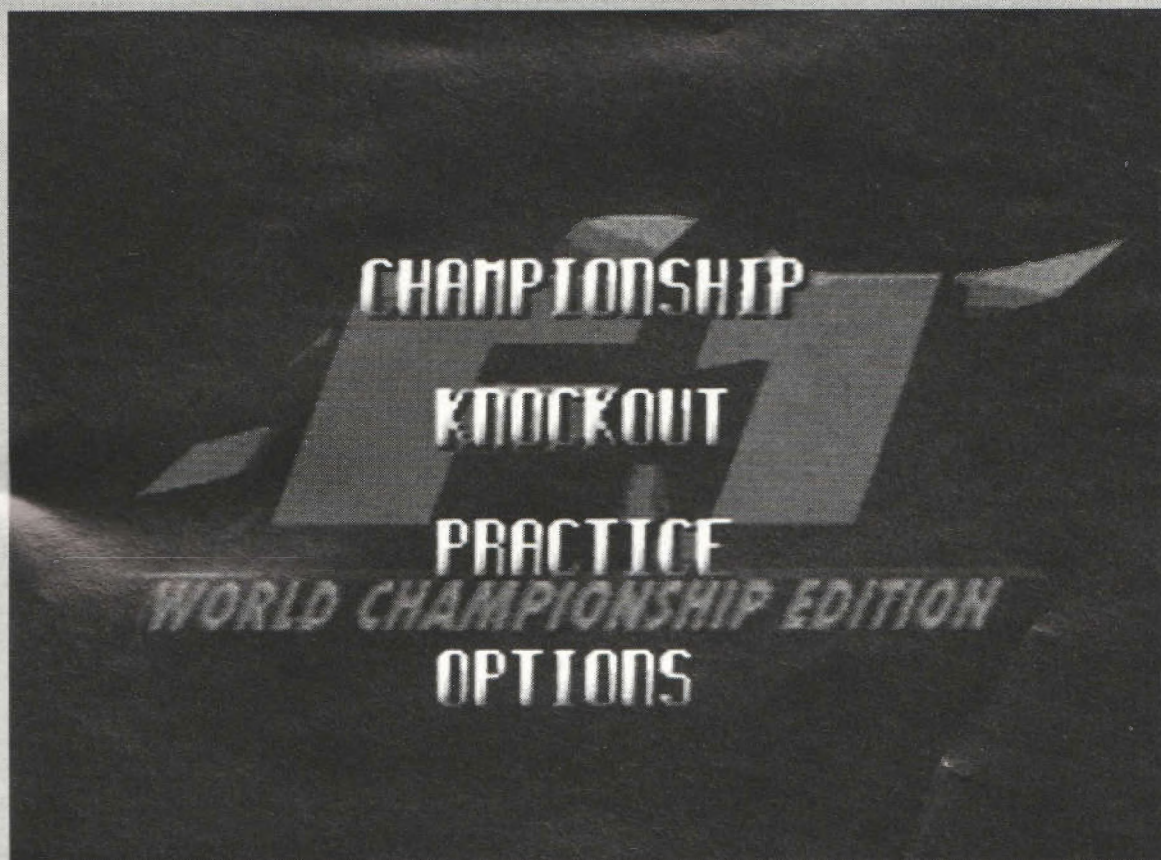


1. Make sure the power switch is **OFF**.
2. Insert the game cartridge into the Console as described in your **SUPER NINTENDO** Instruction Manual.
3. Turn the power switch **ON**. If nothing appears on the screen, turn the power switch **OFF**, remove the cartridge and try again.

Always make sure the console is turned **OFF** when inserting or removing your Super Nintendo Cartridge

For 1 Player, press **START** button on Super Nintendo Control Pad 1.





From the Main Screen you can access Championship, Knockout or Practice levels. Alternatively you can enter the options screen (see below for further details on this screen).

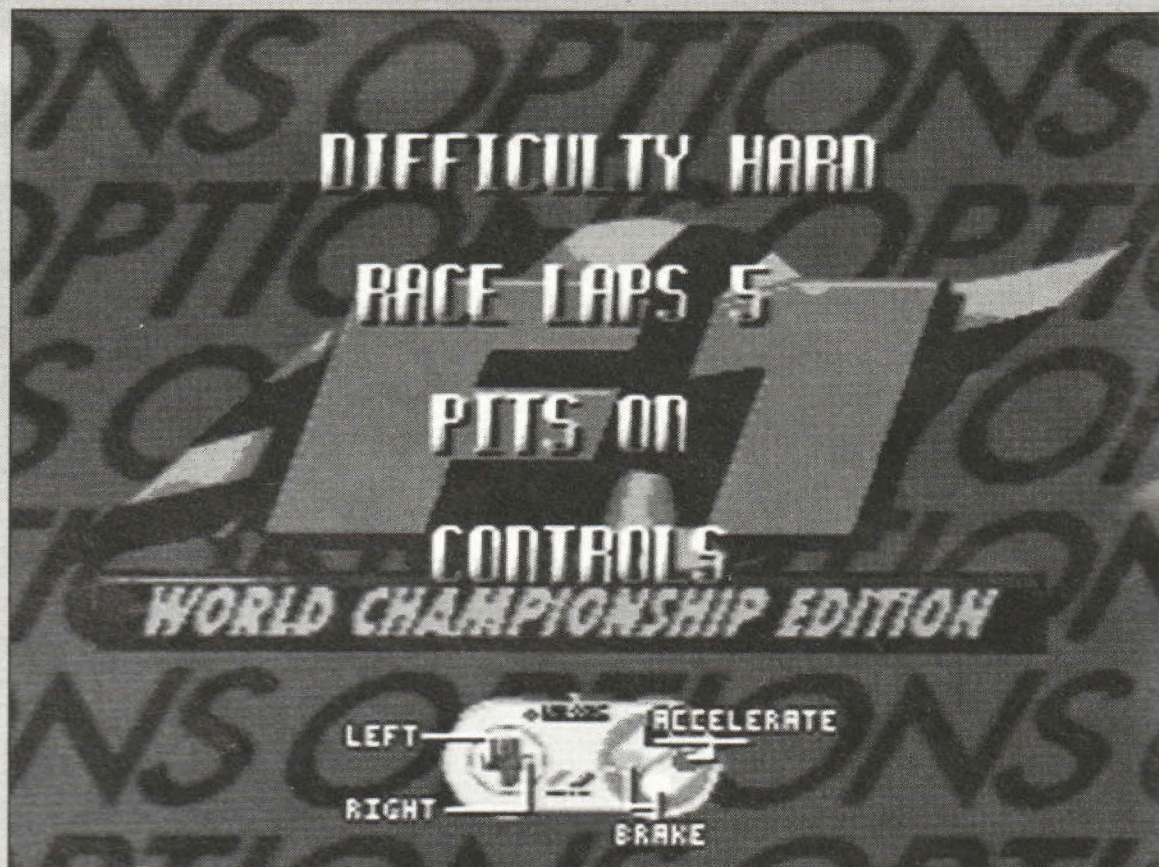
**Throughout the game press the START button to make your selection.**

**Championship:** Selecting this option allows you to compete in a Championship which can involve any number of races, from one to 16. The first thing you will be shown once selecting this option is the **Player Menu** (see below).

**Knockout:** Selecting this option enters you into the knockout tournament. Here in each race you have to finish in the top sixeight to allow you to qualify for the next round. Take part in as many races as possible to build up a high score!

**Practice:** The practice option allows you to improve your lap times at any one of the 16 World Championship circuits. Improve your cornering, perfect your pit-stops and get ready to take on the world!!





**Options:** The options you change here are the Difficulty level, the Number of Laps, you can turn Pits-stops on or off, auto or manual gearbox, plus you can change your control set-up. On changing your control set-up press left and right to change the function of buttons on your D-Pad.

**Password:** When playing in Championship mode you are given a password to enable you to stop playing, turn your SNES off and come back and play at a later date. Simply move left and right to select your letters and press any button to enter the letters.

For all the above options push left and right on the D-Pad to bring up new options and press the START button to make your choice.





Here you can choose One Player, Two Player and One Player against the SNES. To have the option of playing a 2 player game both Joy-pads must be plugged in when turning on your SNES for the first time. Make your selection by pressing START.

You then go to the Choose Constructor screen.



# CHOOSE CONSTRUCTOR



This screen allows you to choose which of the 12 included Formula One teams you wish to drive for.

Select your team by pressing left and right on the D-Pad. Press START to choose your team. To enter your name press up and down on the D-Pad to scroll through the letters of the alphabet, press left and right to move selected letters. When your name is entered press START.





This screen allows you to choose which circuit(s) you wish to race on. Use the D-pad to highlight each circuit and press Buttons B or A to select or XY to remove. When you enter this screen for the first time all sixteen circuits are selected. To remove the last one press the X or Y button.

Your Championship can be as long or short as you like, from one to sixteen races, but you can only race on each circuit once (sorry, you can't have a sixteen race championship just at your favourite track!)

Press START to leave this screen and to be taken to the Circuit Information screen. Here you can find out about weather conditions and the current lap record.



# 12 CONTROLLING YOUR F1 CAR

Controlling your F1 car depends on how you set up your controller in the Options section. Quite simply steer left and right and go as fast as you can!!

Along the top of the screen is displayed the following information; tyre wear, race position speed, revs and selected gear.

Along the bottom of the screen is a circuit map which shows your position on the track, as well as information regarding race times and the number of laps left.

At any time during the race or qualification you can press the SELECT button to allow you to quit or skip to the next next track or press START button to pause the game.







Qualifying allows you to set a blisteringly fast lap and claim pole position (but you have to be good!). You have two laps to make your mark.

After Qualifying you are shown your grid position and are then taken to the race itself.

This is it! Your qualifying time would have given you a grid position for the start of the race. the number of laps in the race depends on your selection in the Option screen (see above.)

Wait for the green light and go for it !





You can make a pit stop at any time. The pits location is shown on the overhead view of each circuit.

To enter the pits simply drive into the right-hand lane. You will automatically slow down and your pit-crew will come out and change your tyres and re-fuel your car.





After the end of each race you are shown all of the finishing positions and, if you are racing in a Championship, the current season standings. Press the START button to continue past these screens.

## CREDITS:

Developed by Peakstar

Produced by Darren Anderson

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Music and SFX by Mike Ash

Manual by Matthew Woodley

Product Manager: Mark Gilbert





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This game relates to the 1994 Formula One season.

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IMPRIME AU JAPON